Introdução ao HyperScan

- David Glotz

0.1) Visão Geral do HyperScan:

HyperScan, também conhecido pelo nome de **Mattel HyperScan** foi um console lançado pela Mattel em 23 de outubro de 2006 nos E.U.A fazendo parte da **6° Geração de Videogames** competindo com gigantes do mercado como o PS2, Gamecube e XBOX por exemplo. O sistema possui um processador de 32bit e utiliza jogos em CD.
Com o Crash de 1983, onde uma grave crise atingiu o mercado norte-americano de videogames, a empresa nunca mais se aventurou no ramo (anteriormente responável pelo Intellivision.) A proposta da Mattel para este projeto era: trazer um console que fosse um misto de videogame e brinquedo, voltado ao público infanto-juvenil e que custasse bem menos que os outros consoles. Desse modo, este console tinha como principal característica a utilização de cartões colecionáveis, que adicionavam itens, fases, desafios e personagens ao jogo. Para a leitura destes cards colecionáveis, ele utiliza utilizava a tecnologia RFID i.e. (Radio Frequency Identification) esta tecnologia permite a identificação automática de objetos, seres vivos etc. Por meio de ondas de rádio.
Com apenas **5 jogos lançados** (e alguns cancelados ou não lançados), problemas no scan e loadings de duração que tendiam ao infinito, o console foi descontinuado em 2007.

Mattel HyperScan

Fabricante	Mattel
Tipo	Console de videogame
Lançamento	AN: 23 de outubro de 2006
Preço inicial	US$ 70,00
Mídia	CD
Antecessor	Intellivision

Figura 0.1: Principais Tópicos sobre o HyperScan.

0.2) Controle do HyperScan:

Figura 0.2:
Controle do Mattel HyperScan.

0.3) Logo do HyperScan:

Figura 0.3:
Logo do Hyperscan
sendo apresentado no
Startup do console.

1) Biblioteca:

Foram lançados apenas ínfimos **5 jogos** para o **Mattel Hyperscan.** Foram planejados mais alguns, todavia cancelados devido ao fracasso comercial.

Os jogos são:

- **Ben 10**
- **Interestellar Wrestling League**
- **Marvel Heroes**
- **Spider-Man**

1.5) Jogos cancelados/não lançados:

Dentre os jogos cancelados ou não lançados tivemos **2** :

- **Avatar: The Last Airbender** – Supostamente o jogo já estaria pronto porém não chegou a ser lançado.

- **Nick Extreme Sports** – Este jogo teria sido cancelado bem antes do término de seu desenvolvimento.

2) Booster Packs:

- O **HyperScan** era vendido com o jogo X-Man e 6 cards. No caso, O console possuía uma mecânica excêntrica. Você poderia comprar **Booster Packs** vendidos separadamente os quais possuíam **cards** que te garantiam benefícios no jogo ao escaneá-los próximo ao console. Similar ao que os Amiibos fazem hoje nos consoles da Nintendo (2014). A seguir serão apresentados alguns exemplos dos Booster Packs:

Figura 1:
Ben 10 Game Pack.

Figura 2:
X-Men Booster Pack.

Figura 3:
Ben 10 Booster Pack 1.

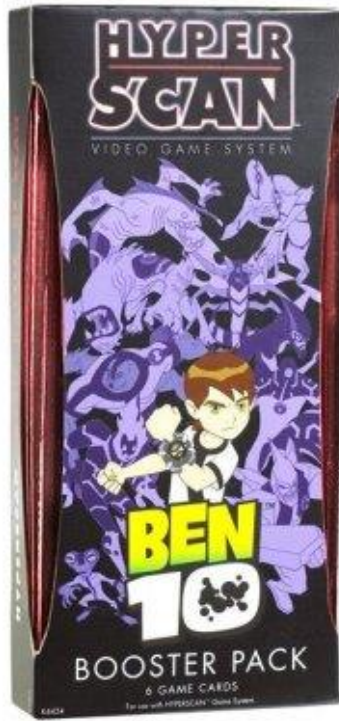



Figura 4:
Ben 10 Booster Pack 2.

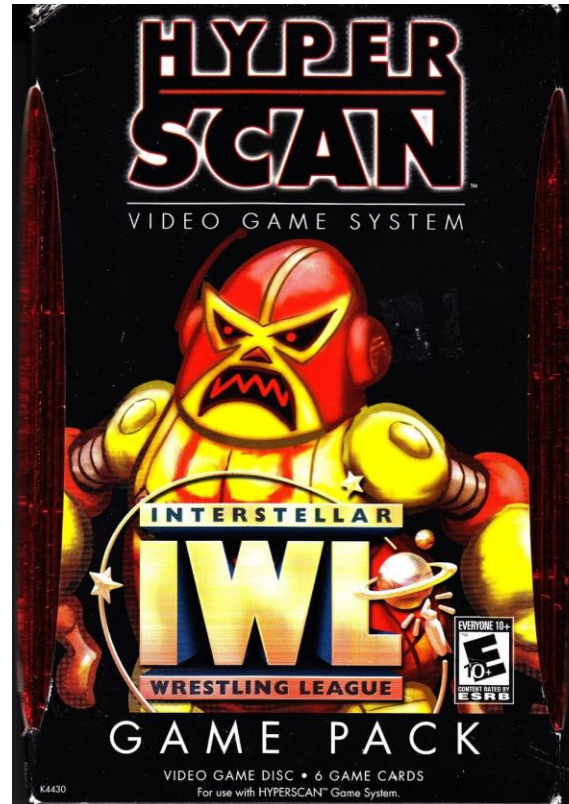



Figura 5:
Interstellar Wrestling
League Game Pack.

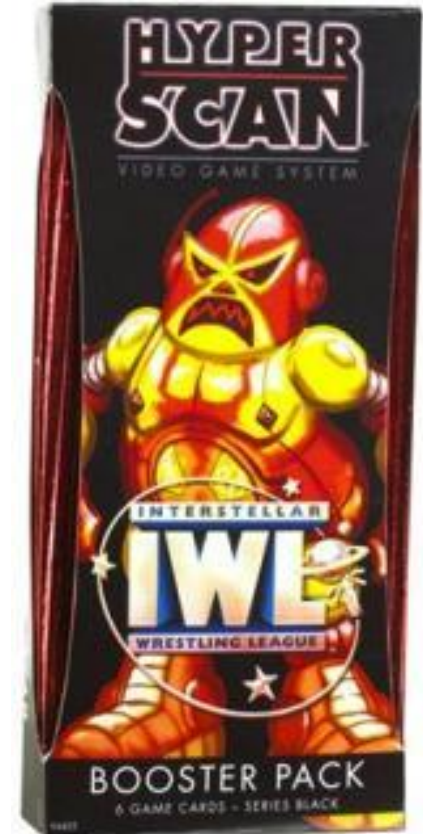



Figura 6:

Interstellar Wrestling
League Booster Pack.

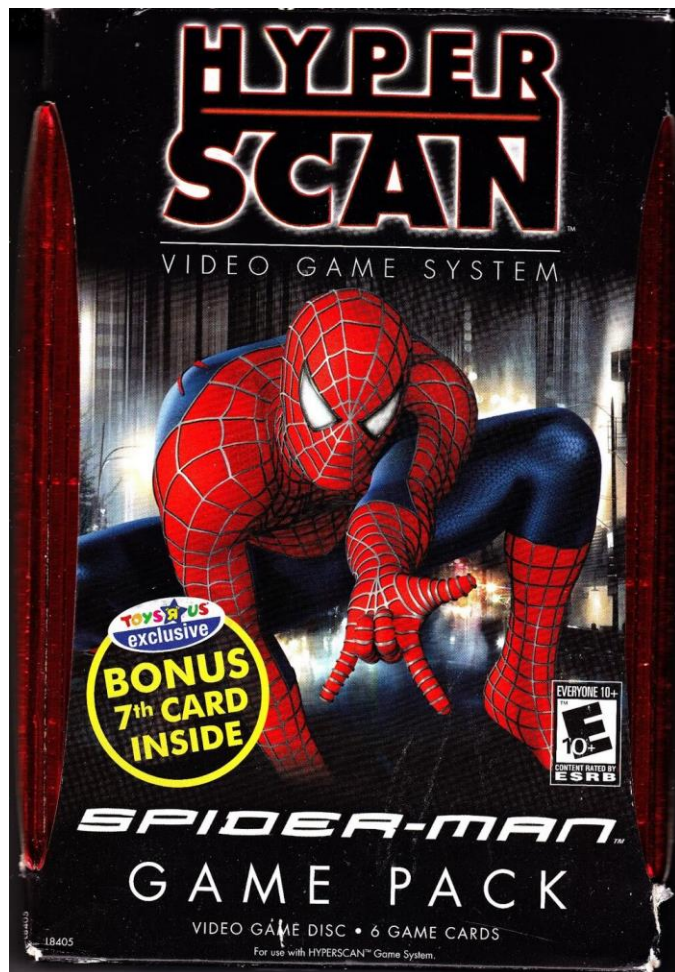



Figura 7:
Spider-Man Game Pack.

Figura 8:
Marvel Heroes Game Pack

Figura 9:

Spider-Man Booster Pack.

Figura 10:
Marvel Heroes Booster Pack.

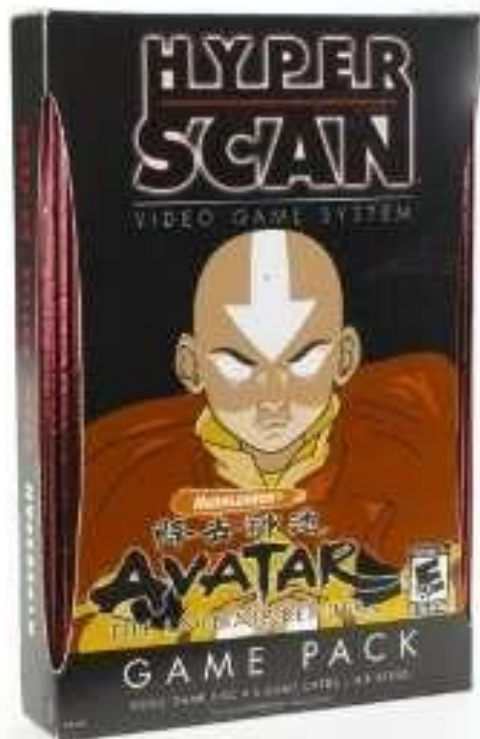



Figura 11:
Avatar: The Last Airbender (Não lançado) Game Pack.

Figura 12:
Avatar: The Last Airbender (Não lançado) Booster Pack.

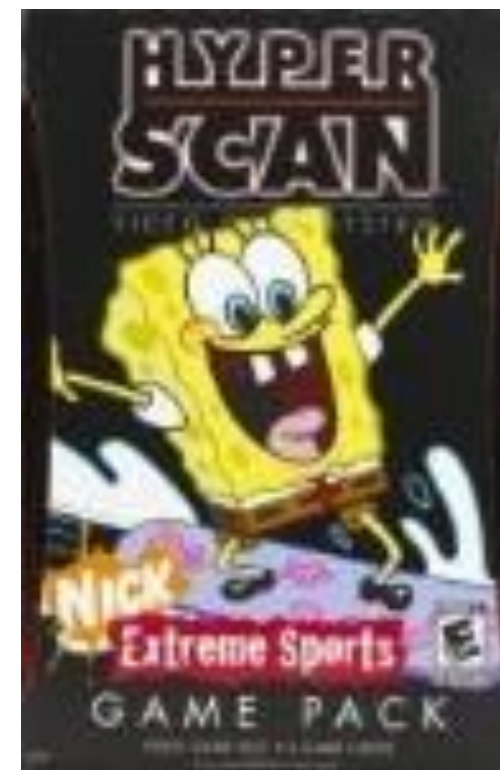



Figura 13: Essa é a única imagem conhecida do jogo Nick Extreme Sport i.e. uma imagem de seu Game Pack.

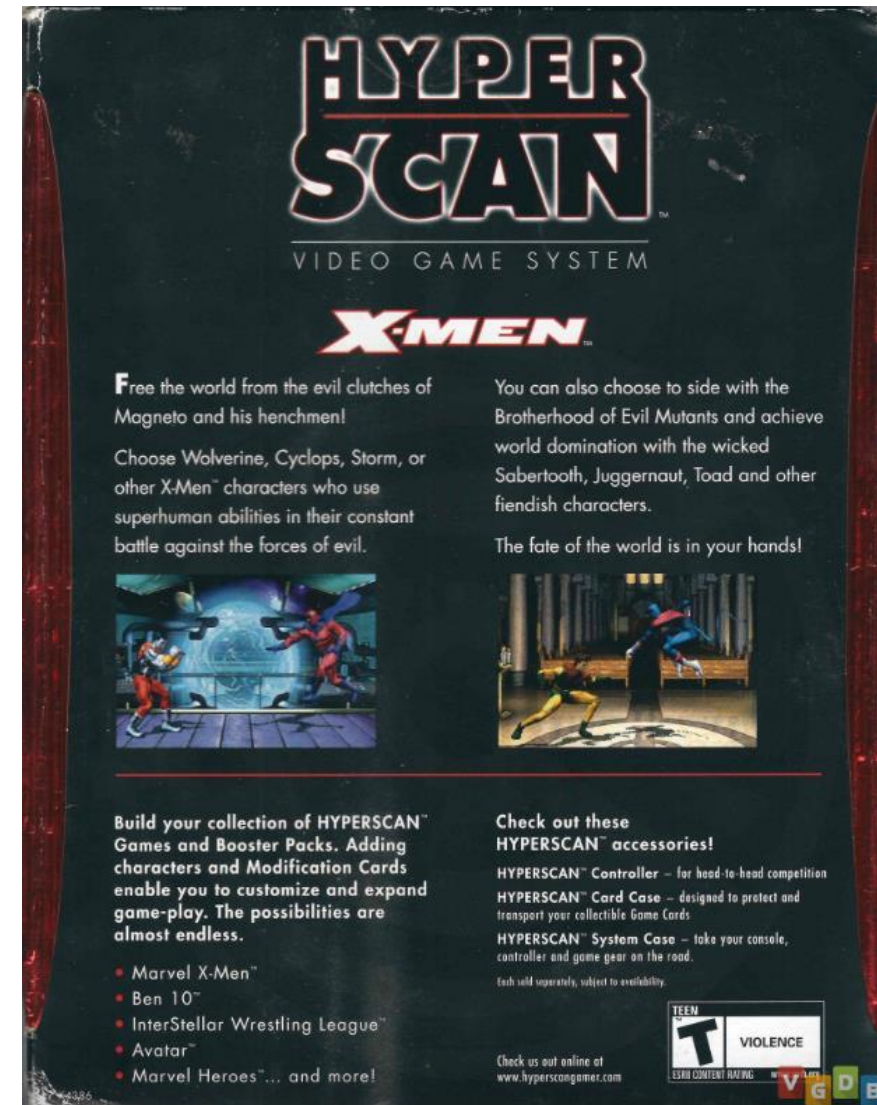
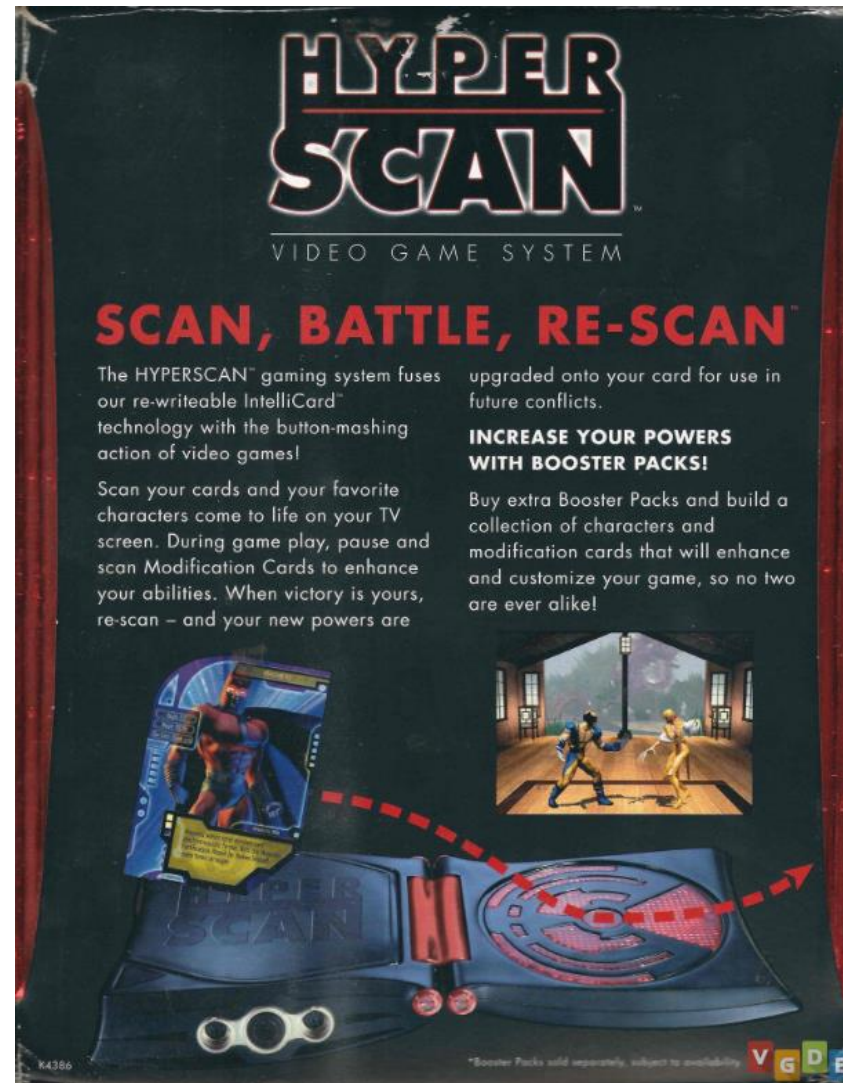
3) HyperScan Falhou? :

Com essas características interessantes do HyperScan apresentadas e o baixo preço, o HyperScan tinha tudo para encontrar o seu lugar no mercado não é verdade? Infelizmente, assim como outros consoles que tentaram sair pela tangente dos consoles "Padrão'' tiveram o mesmo destino como Casio Loopy, PC-FX e até mesmo o Zeebo. No entanto, eles não são menos importantes ou devem ser olhados com desprezo mas sim valorizados pelas tentativas e conceitos singulares apresentados. Voltando ao HyperScan tivemos diversos problemas que orbitavam a Mattel...

A começar pelo foco equivocado da empresa. O público-alvo declarado do console eram meninos de 5 a 9 anos, crianças que ainda não possuíam maturidade suficiente para jogar consoles como o PS2 e que com certeza teriam nos cartões colecionáveis o grande apelo, além claro do baixo preço, que com certeza agradaria os pais. No entanto, a linha inicial de jogos do console era praticamente toda voltada ao público adolescente. X-Men, IWL Wrestling, Marvel Heroes, Spider-Man e Ben 10 eram todos jogos voltados a jogadores acima de 10 anos.

Outro problema era a baixa qualidade em geral, tanto do console quanto dos jogos. Nada nele era capaz de impressionar. O console e o controle eram visivelmente construídos com materiais de qualidade questionável, com aquela vibe de produto “xingling” que quebra na primeira semana de uso. O leitor de cards as vezes também demorava a fazer a leitura, algo que dava nos nervos. Os jogos estavam muito distantes do que os consoles da época eram capazes. Para piorar, a jogabilidade não era das melhores e os tempos de loading tendiam ao infinito enchendo a paciência dos jogadores.

Com todos esses problemas acumulados, o HyperScan apesar de sua singularidade e peculiaridade foi um fracasso nas vendas. O console foi descontinuado em 2007, pouco mais de um ano após o seu lançamento. Não há muitas informações sobre a quantidade de consoles vendidos.

3.1) Galeria de Imagens do HyperScan:

HYPER SCAN™

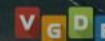
VIDEO GAME SYSTEM

INCLUDES

X-MEN™

GAME PACK

K4386

VGDB

Check us out online at
www.hyperscangamer.com

Retain this address for future reference: Mattel U.K. Ltd., Vanwall Business Park, Maidenhead SL6 4UB. Mattel Australia Pty., Ltd., Richmond, Victoria 3121. Consumer Advisory Service 1300 135 312 (valid only in Australia)Mattel East Asia Limited, Room 1106 South Tower, World Finance Centre, Harbour City, Tsimshatsui, HK, China

U.S. Patent Pending

semi logic

Technology licensed from:
innovision
RESEARCH & TECHNOLOGY

0 27084 41311 3

CONSUMER INFORMATION

Need Assistance? In the US and Canada,
service.mattel.com or
1-800-524-8697, M-F 8AM – 6PM, ET.

HYPER SCAN

VIDEO GAME SYSTEM

SCAN CARDS TO GAIN POWERS AS YOU PLAY!

INCLUDES X-MEN GAME PACK

TEEN T ESRB

CONSOLE + GAME PACK

1 VIDEO GAME DISC • 6 GAME CARDS

HYPER SCAN
X-MEN

VGDB

HYPER
SCAN
VGDB

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U.S. Patent Pending. FCC ID: PIYK4386-06A1T
This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions:
(1) This device may not cause harmful interference, and
(2) this device must accept any interference received, including
interference that may cause undesired operation.
IC: K4390C-K4386A1T Complies with 21 CFR 1040.10 K4386-0310
VGDB

USB
7.5 V d.c.
VGDB

SIL AC/DC ADAPTOR
CLASS 2 POWER SUPPLY
4H81
US
LISTED E181853
MODEL : UD075050B
INPUT: 120V ~ 60Hz 7.5W
OUTPUT: 7.5V ⎓ 500mA
MADE IN CHINA
VGDB

VGDB

3706
CAUTION
RISK OF ELECTRIC SHOCK
DRY LOCATION USE ONLY
ATTENTION
RISQUE DE CHOC ELECTRIQUE
ENDROIT SEC SEULEMENT

START
SELECT
VGDB

START
SELECT
VGDB

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All Rights Reserved.
U.S. Patent Pending.
VGDB

Please keep these instructions for future reference as they contain important information.

Protect the environment by not disposing of this product with household waste (2002/96/EC). Check your local authority for recycling advice and facilities.

[Below Information Only Suitable for Battery Operated or Dual Supply (battery and transformer) Operated Products]

BATTERY SAFETY INFORMATION

In exceptional circumstances batteries may leak fluids that can cause a chemical burn injury or ruin your product. To avoid battery leakage:

- Non-rechargeable batteries are not to be recharged.
- Rechargeable batteries are to be removed from the product before being charged (if designed to be removable).
- Rechargeable batteries are only to be charged under adult supervision (if designed to be removable).
- Do not mix alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.
- Do not mix old and new batteries.
- Only batteries of the same or equivalent type as recommended are to be used.
- Batteries are to be inserted with the correct polarity.
- Exhausted batteries are to be removed from the product.
- The supply terminals are not to be short-circuited.
- Dispose of battery(ies) safely.
- Do not dispose of this product in a fire. The batteries inside may explode or leak.

00001-1373 G1

Caution! Photosensitivity And Seizures

Video games may cause a small percentage of individuals to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns on a television screen. Certain conditions may induce epileptic symptoms even in persons who have no history of seizures or epilepsy.

If you or anyone in your family has an epileptic condition, consult your physician prior to game play.

It is recommended that parents observe their children when their children play video games. If you or your child experiences any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, discontinue use immediately and consult your physician.

To Reduce The Likelihood Of A Seizure While Playing Video Games:

Sit at least two feet from the screen in a well-lit room.

Reduce the brightness of the screen.

Do not play video games if you are tired.

Take frequent breaks from the games and look away from the screen every once in a while.

Turn the game off if strange or unusual feelings or body jerks develop.

Caution! Owners Of Plasma Screen And Projection Televisons

To prevent potential permanent damage to your projection television, do not connect your HyperScan™ console to a projection TV without first reviewing your projection television instruction manual.

Although screensavers are built into our HyperScan™ system, please remember to turn off your console and television when not in use to avoid the possibility of a burning a lasting image on screen.

IMPORTANT ERGONOMIC INFORMATION: Long periods of repetitive motions using an improperly set-up workspace, incorrect body position, and poor work habits may be associated with physical discomfort and injury to nerves, tendons, and muscles. If you feel pain, numbness, weakness, swelling, burning, cramping or stiffness in you hands, wrists, arms, shoulders, neck or back, see a qualified health care professional.

Keep these instructions for future reference as they contain important information.

Contents:

1 HyperScan™ game console with RCA cable
1 HyperScan™ controller
1 AC adaptor (120Vac in/7.5Vdc out)
1 X-Men game disc
6 X-Men game cards
1 Instruction Manual
1 Game Instruction Manual

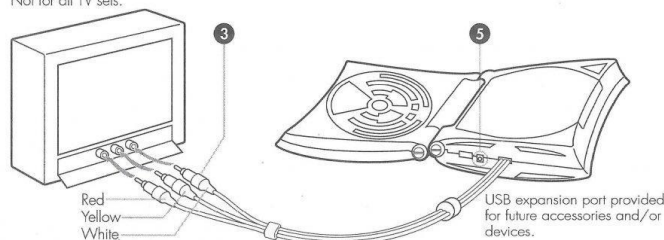
Please remove all components and compare them to the content list. If any items are missing, please call 1-800-524-8697. Outside the U.S., please consult your telephone directory for a listing of your local Mattel office.

Table Of Contents

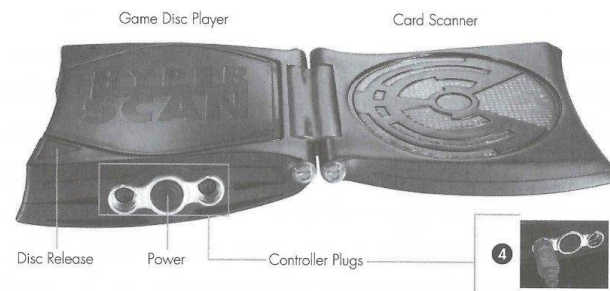
Setting Up Your System

1 Set console on a flat, stable surface.

2 Open console and rest both sides on the flat surface.

3 With both your HyperScan™ console and your TV/VCR/DVD player(s) in the off position, locate the AV cable attached to your HyperScan™ console; there is one yellow, one red and one white connector. These cables need to be plugged into your TV or VCR/DVD player. Plug the yellow connector into the yellow "Video In" jack on your TV or VCR/ DVD player. Plug the white connector into the white "Audio In" (L) jack on your TV or VCR/DVD player and plug the red connector into the red "Audio In" (R) jack.

The video and audio inputs are usually in the front or the back of your TV, VCR or DVD. However, depending on the type of TV or VCR/DVD you have, they could be in different places.

If you are plugging your game console into your VCR or DVD player, your VCR or DVD player needs to be connected to the TV and then turned ON or your HyperScan™ console will not work.

If you are connecting your game console directly to your TV and there is a cable box connected to your television, you will need to access the set up menu on your TV and change the source of the input just as if you were using a VCR or DVD player. You will probably need to use your television's original remote to access the menu. If you do not have the original remote, refer to your TV's owner's manual for instructions on how to do this without the remote control.

If you have an older TV set that does not have audio or video inputs you will need to purchase an RF Modulator. These can be purchased from most electronic stores. If your TV/VCR/DVD player is mono, and not stereo, you will need to connect the red "Audio In" (R) plug to your television set's audio input jack.

Not for all TV sets.

4 Plug Controller(s) into the HyperScan™ console, as shown. Align arrow on plug with notch atop the Controller Port 1 (DIN socket) on console, as shown. Main controller should be plugged into the left socket, additional controller into the right Controller Port 2.

5 Plug the DC jack of the AC adaptor into your HyperScan™ console.

6 Plug AC plug of the AC adaptor into a 120 volt AC outlet.

7 Turn ON your television.

8 Turn on your HyperScan™ console. The LEDs should illuminate momentarily

3.2) Vídeos Complementares sobre o HyperScan:

- https://www.youtube.com/watch?v=CjqICW8gEbY
- www.youtube.com/watch?v=Z5K0csdeC6E&embeds_referring_euri=https%3A%2F%2Fwww.vgdb.com.br%2F&source_ve_path=MjM4NTE
- https://www.youtube.com/watch?v=q2sgWpLkDj4&embeds_referring_euri=https%3A%2F%2Fwww.vgdb.com.br%2F&source_ve_path=MjM4NTE
- https://www.youtube.com/watch?v=wGwJXXBNxOE
- https://www.youtube.com/watch?v=r69vjOubi14
- https://www.youtube.com/watch?v=LMPxWFQp41s
- https://www.youtube.com/watch?v=GHHDL3K_yys
- https://www.youtube.com/watch?v=6hSJ4Ht3hxY

Referências:

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- GAMES. *Hyperscan Wiki*. Disponível em: https://hyperscan.fandom.com/wiki/Games. Acesso em: 6 jul. 2025.